
Subject: Re: Destroying objects

Posted by [JD Smith](#) on Mon, 16 Feb 2004 19:55:05 GMT

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On Wed, 11 Feb 2004 16:26:44 -0600, Michael Wallace wrote:

```
> I have just started working with the IDL-Java Bridge and object
> programming in general and have a very basic question. Is there a way
> to destroy objects that get created which you haven't explicitly created
> yourself? Here's a simple example of the problem:
>
>
> ; Method 1
> ; Get the number of columns of a Java ResultSet
>
> cols = (result_set -> getMetaData()) -> getColumnCount()
> obj_destroy, result_set
>
> help, /heap ; shows an object associated with ResultSetMetaData
>             ; but how do you destroy it??
>
>
> So, is there a way to use Method 1, but still have a way to destroy the
> extra object that gets created? There's no variable name associated
> with it, so how can I use obj_destroy, if at all? Will I be forced to
> go by Method 2 and use only one '->' per line? I was so hopeful I could
> be lazy and use multiple '->' per line.... *sigh*
```

Not pretty, but:

```
cols = ((meta = result_set -> getMetaData())) -> getColumnCount()
obj_destroy,meta,result_set
```

should work. Then again, you have to wonder about returning objects whose only purpose is to report a value and then get destroyed. I should think something like:

```
result_set->GetMetaData,COLUMN_COUNT=cols
```

would be a much cleaner syntax, and not employ any intermediary objects to keep track of.

JD
